

Q

Do you have any information on Working with sound files ?

A

There is a freeware program for lip sync called [JLipSync](#).

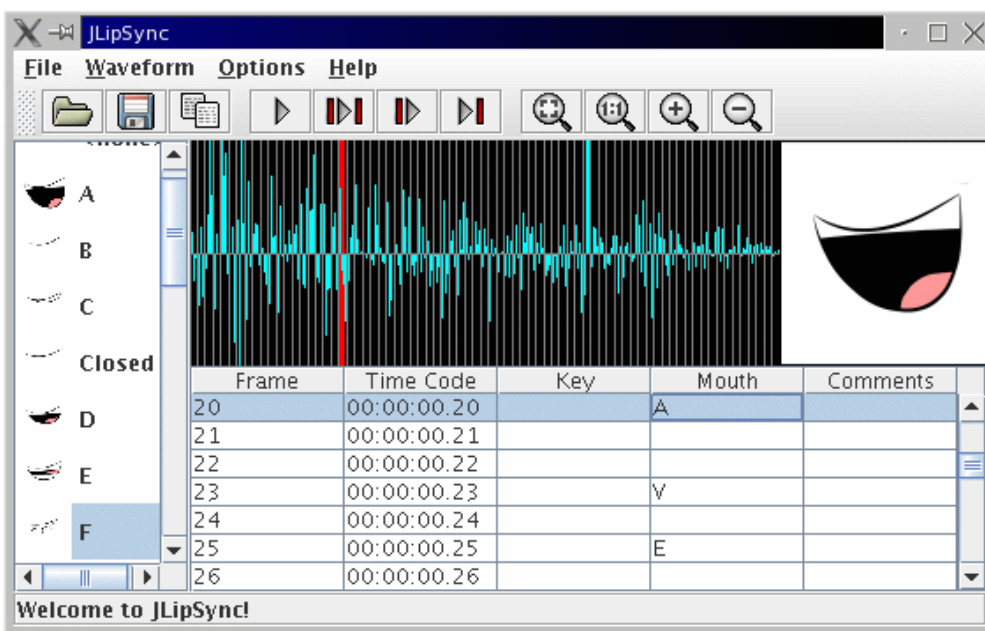
Here is a tutorial from the Animate Clay website on how to use JLipSync. Don't worry that it says it's a "Stop-Motion Animation" tutorial. The procedure for phonetically breaking down dialogue is the same whether you are working with hand-drawn animation or stop-motion puppet animation.

Alternate link for the Lip Sync tutorial: [JLipSync Tutorial](#)

The free program which works on PC's and Macs is JLipSync that you can find here: <http://jlipsync.sourceforge.net/> The program JLipSync requires that you have JAVA installed on your computer. Download the proper JAVA package for free here: <http://java.com/en/download/manual.jsp>.

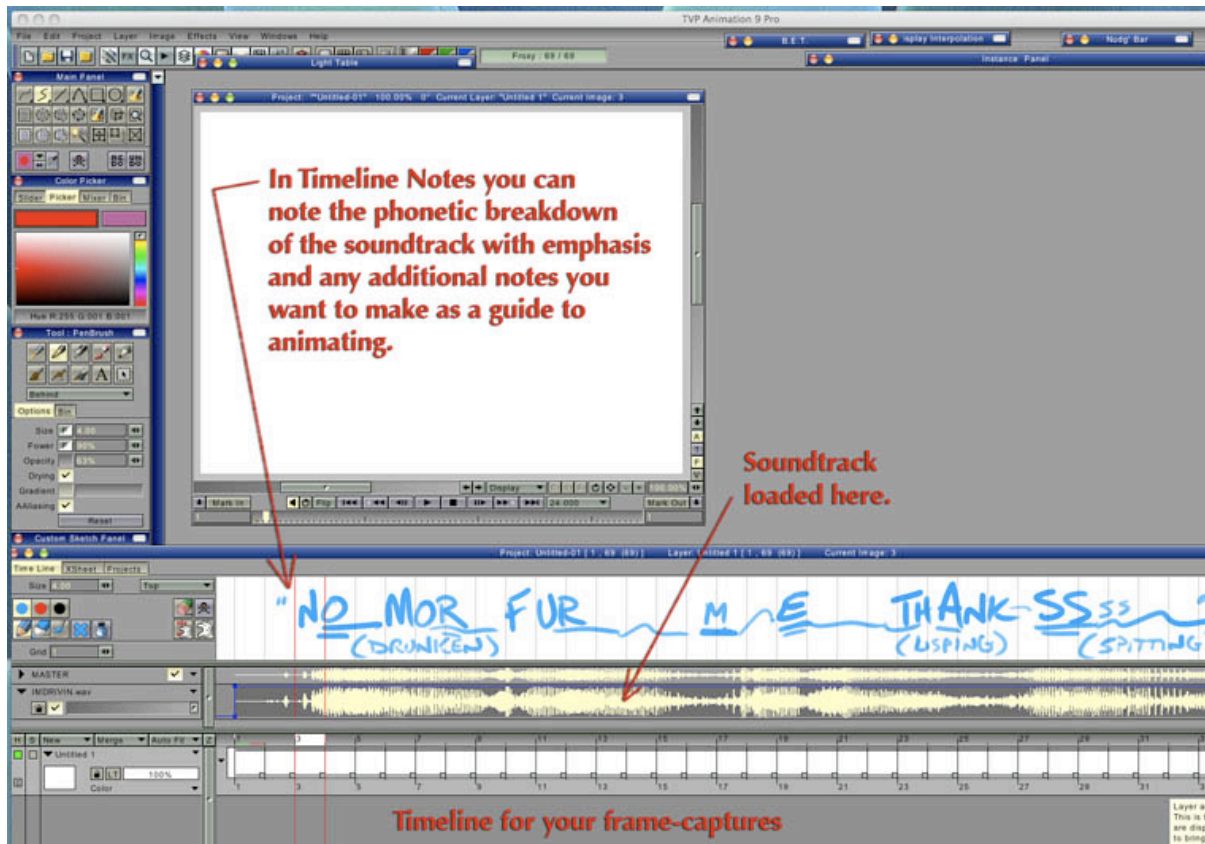
To record your own voice to use in your animation, use the free program called **Audacity** from this link: <http://audacity.sourceforge.net/>

Just remember to record in 8 bit mono with 1 channel or it won't open in JLipSync. Set your JLipSync settings to 24 fps. The phonetic sound breakdown from JLipSync can be transferred to your X-sheet. The generic mouth shapes (phonemes) used in JLipSync to represent the mouth shapes are a general guide to the mouth shape you should use , but don't necessarily use them literally. Different characters have unique mouth shapes and depending on whether a character is speaking loudly or quietly, with sharp enunciation or slurred words mixing together , will effect how you handle the dialogue animation. Most dialogue is phrased in bursts of words that run together , not each and every individual word and syllable enunciated separately.



JLipsync

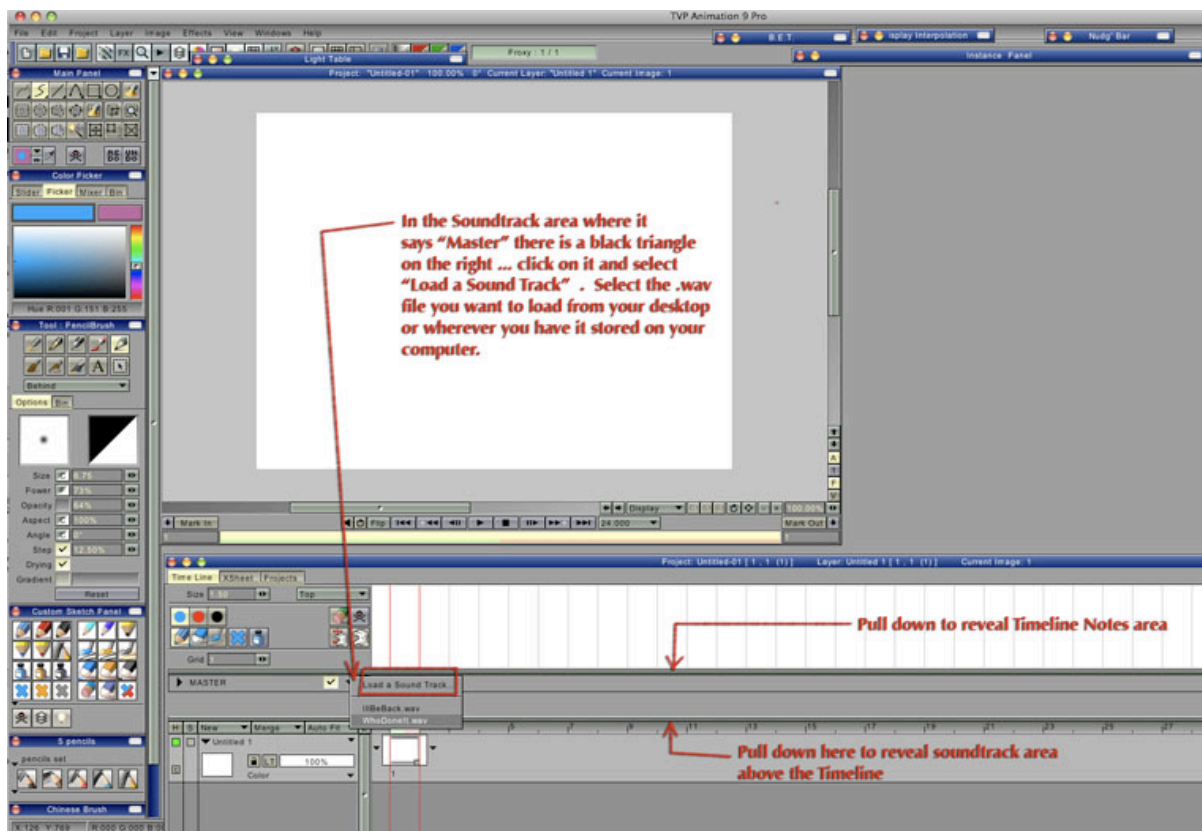
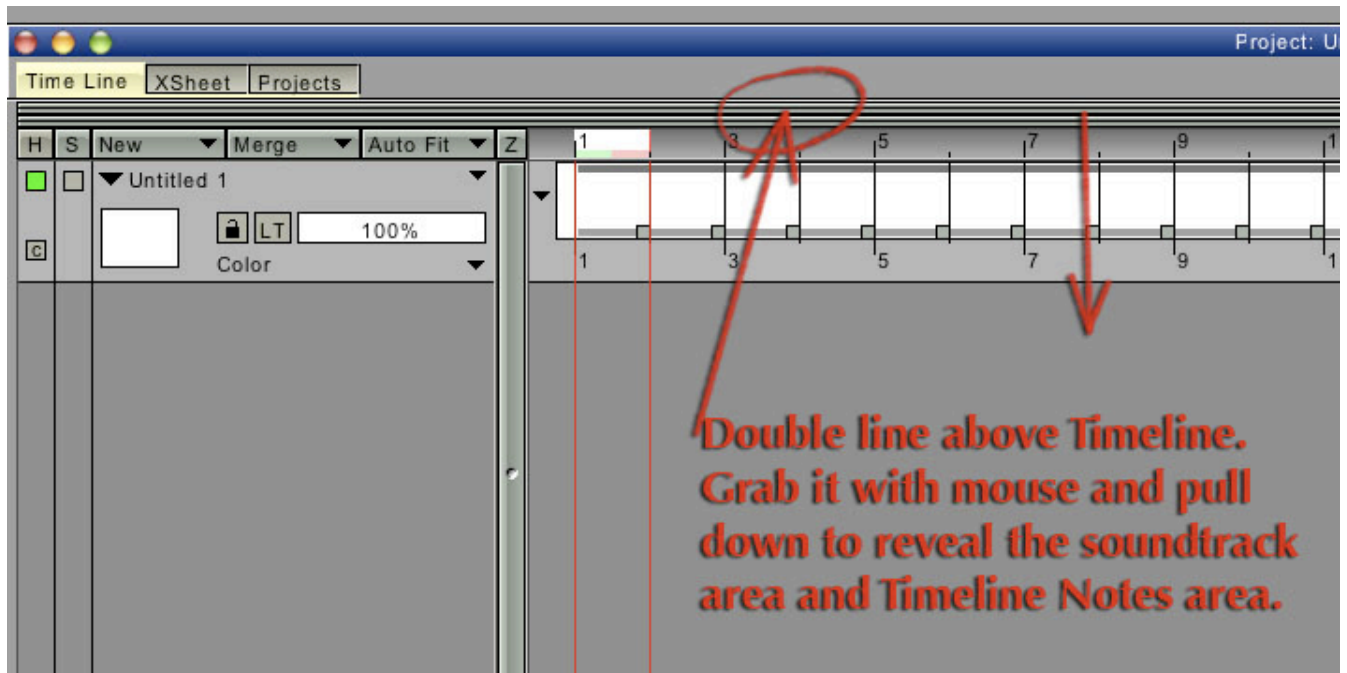
Compared to same line of dialogue *"No more for me thanks ... I'm drivin' "* broken down in the "Timeline Notes" section above the TVPaint timeline:



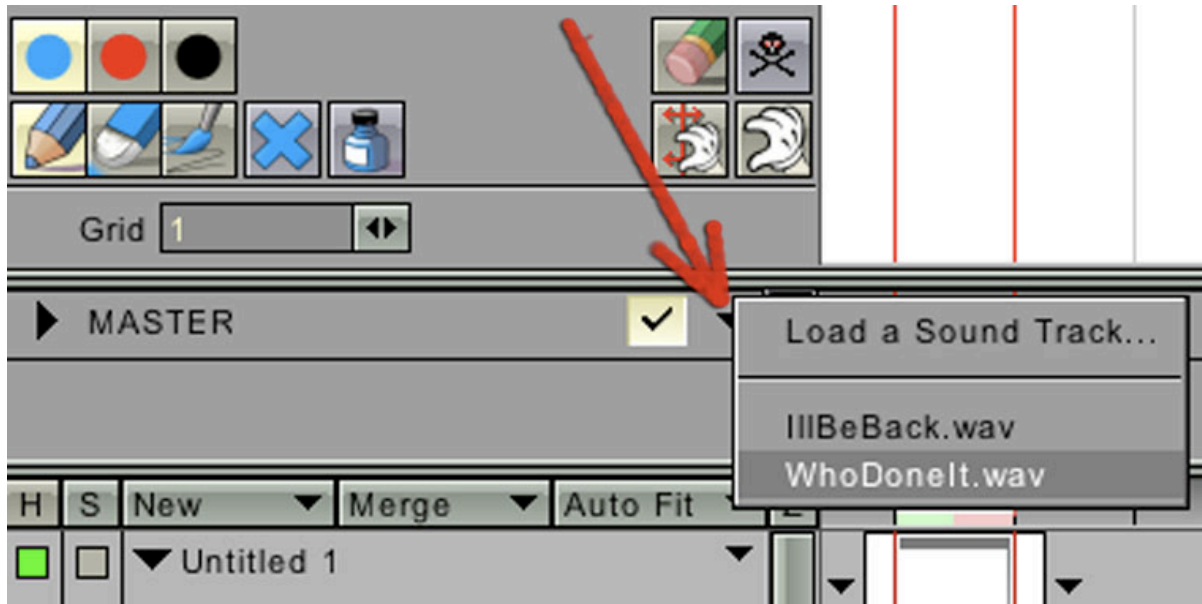
These screen shots are from TVPaint 9 , but even if you have the newer TVPaint 10 the procedure for loading a soundtrack, scrubbing a soundtrack, and using the Timeline Notes function is the same , whether it's TVPaint 9 or TVPaint 10.

In TVPaint Animation click on the area above the timeline to Load A Soundtrack.

If your Soundtrack area and Timeline Notes area are hidden , you can grab on to the double-line above the Timeline and pull down to open up those areas above the timeline:



Select and load the .wav file with your dialogue:



Scrubbing back-and-forth over the sound track will let you listen to it at extremely slow speeds or frame-by-frame . This way you can discern the stop and start of words and phrases or strong accents within the words.

In the TIMELINE NOTES panel above the soundtrack you can write down the phonetic dialogue so you have a frame-by-frame breakdown of the sound to animate to.

